the sole user authorized to access that content. Additionally, any prohibited content flag is initially clear.

FIG. **4** is a flowchart describing an example implementation of operation of such a system when accessing content.

A system receives **400** a request form a user to access his or her account. If the user's access has already been limited due to being a repeat offender, such access might not be provided. After allowing access, the system can receive **402** a request from the user to view the contents of a selected folder. The system accesses **404** information about the contents of the selected folder. For each file, as indicated at **406**, the system determines **408** whether the access to the file is authorized and whether access to content is blocked. If content is blocked, then an indication of the file, such as an icon, is displayed **410**, with the icon indicating that access to the content is blocked. Otherwise, a conventional indication of the file is displayed **412**.

FIG. **5** is a flowchart describing an example implementation of operation of such a system when a user shares content.

A system receives **500** a request form a user to access his or her account. If the user's access has already been limited due to being a repeat offender, such access might not be provided. After allowing access, the system can receive **502** a request from the user identifying selected files to be shared, and a request to share those files. If sharing is blocked for this user, as indicated at **503**, processing terminates **505** and the system can inform the user that sharing has been blocked. Otherwise the system accesses **504** information about the selected files. For each file, as indicated at **506**, the system determines **508** whether the access to the file is authorized and whether access to content is blocked. If content is blocked, then the information about the file that is communicated **510** to the other user includes data indicating that access to the content is blocked. Otherwise, conventional information about the file is communicated **512**.

Referring now to FIG. **6**, a flowchart describing an example implementation of processing the offense history of a user will now be described.

The system receives **600** data indicating that a file object has been identified as including prohibited content. The file object then is marked **602**. Data about the offense is then stored **604** in the user's offense history. The offense history is processed and if there are too many offenses that have occurred during a set period of time, as indicated at **606**, then the user's account is marked **608** as having too many offenses. This data can be used to control various access privileges for the user, such as the ability to share content with other users.

Having now described an example implementation, a computer with which components of such a system are designed to operate will now be described. The following description is intended to provide a brief, general description of a suitable computer with which such a system can be implemented. The computer can be any of a variety of general purpose or special purpose computing hardware configurations. Examples of well-known computers that may be suitable include, but are not limited to, personal computers, server computers, hand-held or laptop devices (for example, media players, notebook computers, cellular phones, personal data assistants, voice recorders), multiprocessor systems, microprocessor-based systems, set top boxes, game consoles, programmable consumer electronics, network PCs, minicomputers, mainframe computers, distributed computing environments that include any of the above systems or devices, and the like.

FIG. **7** illustrates an example of a suitable computer. This is only one example of a suitable computer and is not intended to suggest any limitation as to the scope of use or functionality of such a computer.

With reference to FIG. **7**, an example computer **700**, in a basic configuration, includes at least one processing unit **702** and memory **704**. The computer may include multiple processing units and/or additional co-processing units such as graphics processing unit **720**. Depending on the exact configuration and type of computer, memory **704** may be volatile (such as RAM), non-volatile (such as ROM, flash memory, etc.) or some combination of the two. This configuration is illustrated in FIG. **7** by dashed line **706**.

Computer **700** may also include additional storage (removable and/or non-removable) including, but not limited to, magnetic or optical disks or tape. Such additional storage is illustrated in FIG. **7** by removable storage **708** and non-removable storage **710**. Computer storage media includes volatile and nonvolatile, removable and non-removable media implemented in any method or technology for storage of information in addressable physical storage locations. Such information includes, but is not limited to, computer program instructions, data structures, program modules or other data. Memory **704**, removable storage **708** and non-removable storage **710** are all examples of computer storage media. Computer storage media includes, but is not limited to, RAM, ROM, EEPROM, flash memory or other memory technology, CD-ROM, digital versatile disks (DVD) or other optical storage, magnetic cassettes, magnetic tape, magnetic disk storage or other magnetic storage devices. A storage medium can be used to store the desired information in a manner which can be accessed by computer **700**. Any such computer storage media may be part of computer **700**.

Computer **700** may also contain communications connection(s) **712** that allow the device to communicate with other devices over a communication medium. Communication media typically carry computer program instructions, data structures, program modules or other data in a modulated data signal such as a carrier wave or other transport mechanism and include any information delivery media. The term "modulated data signal" means a signal that has one or more of its characteristics set or changed in such a manner as to encode information in the signal, thereby changing the configuration or state of the receiving device of the signal. By way of example, and not limitation, communication media includes wired media such as a wired network or direct-wired connection, and wireless media such as acoustic, RF, infrared and other wireless media. Communications connections **712** are devices that interface with the communication media to transmit data over and receive data from communication media, such as a network interface.

Computer **700** may have various input device(s) **714** such as a keyboard, mouse, pen, camera, touch input device, and so on. Output device(s) **716** such as a display, speakers, a printer, and so on may also be included. All of these devices are well known in the art and need not be discussed at length here. Various input and output devices can implement a natural user interface (NUI), which is any interface technology that enables a user to interact with a device in a "natural" manner, free from artificial constraints imposed by input devices such as mice, keyboards, remote controls, and the like.

Examples of NUI methods include those relying on speech recognition, touch and stylus recognition, gesture recognition both on screen and adjacent to the screen, air gestures, head and eye tracking, voice and speech, vision,